

AXIS AND ALLIES SPRING 1942



GERMAN OPERATIONS

by Hobbes

PART 1 – GERMAN/AXIS OBJECTIVES AND STRATEGY

In A&A Spring 1942 the Axis powers have to achieve three conditions to win the game:

- ✓ Control of Europe (4 Victory Cities)
- ✓ Conquest of Russia (1 VC)
- ✓ Control of Asia/Pacific (4 VCs)

These conditions determine the German/Axis objectives listed on the following table.

GERMAN/AXIS OBJECTIVES		
OBJECTIVE	STRATEGIC ACTIONS/OUTCOMES	GERMAN/AXIS OPERATIONS
DEFENSE OF GERMANY	<ul style="list-style-type: none"> ✓ DEFEND GERMANY ✓ PREVENT/RETAKE ALLIED ATTACKS IN W./E./S. EUROPE ✓ CONTROL/USE KEY ASSETS ✓ INTERDICT/DISRUPT ALLIED ATLANTIC OPERATIONS ✓ DENY ALLIED VC WIN 	<ul style="list-style-type: none"> ➤ SECURE GERMANY (VC) ➤ CONTEST W./E./S. EUROPE AND BALKANS ➤ STACK W. EUROPE (VC, INCOME AND USE AS AIRBASE TO INTERDICT ATLANTIC) ➤ STACK E. EUROPE (ACCESS TO EASTERN FRONT) ➤ STACK S. EUROPE (VC, INDUSTRIAL COMPLEX) ➤ INTERDICT ATLANTIC (AXIS AIR/NAVAL OPERATIONS)
(EUROPEAN CONTROL)	<ul style="list-style-type: none"> ✓ REDUCE SOVIET POWER ✓ INCREASE INCOME ✓ DENY UK/US ACCESS TO RUSSIA/EUROPE ✓ CONTROL 4TH VC 	<ul style="list-style-type: none"> ➤ CONTEST KARELIA, BELORUSSIA AND UKRAINE ➤ STACK KARELIA (-2\$ INCOME FOR SOVIETS, NO UK/US ACCESS TO EASTERN FRONT,VC) ➤ CONTEST WEST RUSSIA, ARCHANGEL OR NORWAY
CONQUEST OF RUSSIA	<ul style="list-style-type: none"> ✓ REDUCE/DESTROY SOVIET INCOME/ UNITS ✓ CONQUER KEY TERRITORIES ✓ COORDINATE/REINFORCE WITH JAPANESE ADVANCE ✓ CONQUEST OF RUSSIA 	<ul style="list-style-type: none"> ➤ STACK UKRAINE (-3\$ FOR ALLIES) ➤ CONTEST WEST RUSSIA ➤ CONTEST CAUCASUS (LOSS OF IC) ➤ STACK WEST RUSSIA (FORCES CAUCASUS RETREAT) ➤ CONQUER CAUCASUS (USE OF IC) ➤ CONQUER RUSSIA (VC) ➤ STRATEGIC BOMBING (RUSSIA/CAUCASUS)
SECONDARY OBJECTIVES	<ul style="list-style-type: none"> ✓ CONQUER AFRICA/ MIDDLE EAST OR HELP JAPAN ✓ DIVERT UK/US FORCES FROM EUROPE ✓ GAIN/REDUCE UK INCOME 	<ul style="list-style-type: none"> ➤ SURVIVAL OF GERMAN MED FLEET ➤ CONTEST EGYPT/AFRICA PRESENCE ➤ GERMAN ASIAN PRESENCE (HELP AGAINST KJF) ➤ STRATEGIC BOMBING (UK)

The Axis will have to achieve both Defense of Germany and Conquest of Russia on the same game round to win, regardless of its present number of VCs or the overall Allied strategy because it is usually impossible to liberate and hold Berlin once it falls to the Allies. Thus, the primary objectives are interconnected and need to be achieved together, in coordination with Japan. Defeating the Soviets can be a long and difficult process for both Germany/Japan without mutual assistance. And delays can also help the Allies in the capture of Berlin or in Asia/Pacific.

For instance, it can happen to have an Allied stack in Eastern Europe but unable to conquer Germany while the Japanese are about to conquer Russia. Or a stack on Ukraine locks the Soviet army in defending Caucasus and can contribute to Japan's advance on Asia.

At the start, usually Germany will have to choose between both since it won't be able to achieve everything and units sent towards Russia will not be available for European defense. The sequence of operations listed above will be different on each game. The strategic challenge for the Axis will be to be able to coordinate and achieve both objectives on the same round, to keep Germany secured and defeat the Allies by capturing Moscow.



The control of Europe objective can be either a step to conquering Caucasus/Russia, or an alternative, when facing a Kill Germany First strategy. A stack on Karelia can prevent any Allied landings on Archangel to reinforce the Soviets, or a mass landing in Norway. At the same time it also allows access to income to offset the loss of other territories and control of Leningrad.

Finally, Africa is useful to raise German income and reduce the UK's, but too many units can be a waste, at the expense of the primary objectives. Two transport loads cost 16 IPC but are only repaid on round four, while the Eastern Front territories are twice the value (26\$) Africa (12\$).

There are several Axis strategies – achieve these goals. However, this article will not focus on specific long-term strategy but will focus instead on how maximize the first rounds to achieve your results, regardless of the strategy chosen. Instead there are links at the end for two German articles called 'Fortress Europe' and 'Case Blue'.

PART 2 – OPENING ROUND OPERATIONS

These are some of the most common G1 operations, with a description and requirements.

GERMANY ROUND 1 (G1) OPERATIONS		
OPERATION	DESCRIPTION	COMBAT/NCM REQUIREMENTS
<i>“CITADEL”</i> CONTEST WEST RUSSIA (WR)	ATTACK AND DESTROY SOVIET ARMY ON WEST RUSSIA . GAIN INITIATIVE IN EUROPE. CAN BE A RISK BECAUSE OF AA GUN AND LIMITS ATLANTIC OR AFRICAN OPERATIONS.	<ul style="list-style-type: none"> ✗ ALL GROUND UNITS, MOST/ALL PLANES ✗ NCM REMAINING GROUND UNITS FOR A G2 STRIKE – STACK KARELIA / UKRAINE
<i>“SEYDLITZ”</i> COUNTER SOVIET ADVANCES (SOV)	CONQUER KARELIA AND RETAKE TERRITORIES LOST IN R1 - UKRAINE, BELORUSSIA, NORWAY.	<ul style="list-style-type: none"> ✗ GROUND UNITS I+ FTRS
<i>“BLUE”</i> CONTEST CAUCASUS (CAUC)	CONQUER CAUCASUS FOR INCOME AND/OR DESTRUCTION OF SOVIET UNITS.	<ul style="list-style-type: none"> ✗ GROUND UNITS + FTRS OR GERMAN MED FLEET
<i>“NORTHERN LIGHT”</i> STACK KARELIA (KAR)	CONQUER AND STACK KARELIA. LEAVES PLANES LANDING ON NORWAY FROM SZ2 ATTACK UNPROTECTED.	<ul style="list-style-type: none"> ✗ ALL GROUND UNITS ✗ NCM DESTROYER TO SZ3
<i>“FRIDERIKUS”</i> STACK UKRAINE (UKR)	STACK UKRAINE TO DEFEND IT FROM SOVIET COUNTERATTACK AND DENY INCOME TO SOVIETS.	<ul style="list-style-type: none"> ✗ ALL GROUND UNITS IN REACH, FTRS REQUIRED ✗ USE OF GERMAN MED FLEET, IF POSSIBLE
<i>“DRUMBEAT”</i> INTERDICT ATLANTIC (LANT)	RESTRICT ALLIED MOVEMENT IN THE ATLANTIC BY AIR/NAVAL ATTACK/THREAT THROUGH SZ2 ATTACK OR SZS 1/10.	<ul style="list-style-type: none"> ✗ SZ2 ATTACK (FTR, BMR, SUB) OR SZS1/10 ATTACK (SUB) ✗ NCM 2 SUBS TO ATLANTIC ✗ NCM FTRS AND BMR TO W. EUROPE
<i>“ATLANTIC WALL”</i> STACK W. EUROPE & NORWAY (WST)	PROTECT LUFTWAFFE PLANES LANDING ON THOSE TERRITORIES AFTER ATTACKS ON G1. INTERDICT ALLIED SHIPS ON THE ATLANTIC.	<ul style="list-style-type: none"> ✗ NCM 5 UNITS TO NORWAY, DESTROYER TO SZ3 ✗ NCM 5 UNITS TO W. EUROPE
<i>“AIDA”</i> CONTEST EGYPT (EGY)	CAPTURE EGYPT AND DESTROY UK UNITS, CLOSES SUEZ CANAL PROTECTS MED FLEET. FORCES UK COUNTERATTACK EGYPT.	<ul style="list-style-type: none"> ✗ A MINIMUM OF 5 ATTACK UNITS (2 IN GERMAN MED FLEET) REQUIRED ✗ NCM UNITS IN ALGERIA TO LIBYA FOR G2 ATTACK
<i>“MEDITERRANEAN”</i> MED FLEET PROTECTION (MED)	ATTACK SON SZ13 AND SZ15 TO PREVENT UK CRUISER AND DESTROYER FROM ATTACKING GERMAN MED FLEET. RETAINS FLEET FOR USE IN SOV, EGY, LANT OR UKR.	<ul style="list-style-type: none"> ✗ SZ15 (BB, FTRS, BMR) ✗ SZ13 (BB, SUB, FTRS, BMR)
<i>“SUNFLOWER/ FELIX”</i> LIBYA/GIBRALTAR (AFR)	ALTERNATIVE TO THE MED AND EGY ATTACKS. MED FLEET ATTACKS SZ13 AND TAKES GIBRALTAR TO PREVENT UK AIR ATTACK WHILE STACKING LIBYA ON NCM.	<ul style="list-style-type: none"> ✗ SZ13 (GERMAN MED FLEET, 1 FTR) ✗ 1 INF LANDS ON GIBRALTAR ✗ NCM FTR AND ALGERIA UNITS TO LIBYA, WITH A 2ND FTR, IF POSSIBLE

One key concept to understand the game is the notion of 'operation' – it stands between the player's strategic planning and the actual piece moves and acts as a link between both. An operation is a coordinated series of moves taken in response to a game situation. A successful operation will advance your goals, with short-term results and long-term consequences. However, they have specific requirements, and even with the best odds the dice may not be in your favor. Operations can happen in one or several territories/SZs, last one game round or longer and can be used once or several times, all towards your goals. And they can be made impossible/limited/irrelevant by the loss of key units (bombers, transports, etc.), your opponent's own plans or other unexpected changes.

One common example is the Egypt G1 attack – it requires several units from multiple locations and two separate battles. As a result several UK units are destroyed and income gained, and as a consequence it forces the UK to respond or to lose more income. This will last until the Allies remove all German units from Africa, and if Med Fleet is sunk, it will become impossible to conduct any African operations until Germany decides that it is again a need.

Egypt is one of several possible G1 operations but their requirements make it impossible to conduct all successfully. They are listed on the chart below, also showing their compatibility.

G1 OPERATIONS CHART										
	WR	SOV	CAUC	KAR	UKR	EGY	SZ2	WST	MED	AFR
WR	Black	White	Red	White	White	Red	Red	Grey	Red	Red
SOV	Red	Black	Red	White	Red	Red	Red	Grey	Red	Grey
CAUC	Red	White	Black	Grey	White	Red	Grey	Grey	Red	Grey
KAR	Red	White	Grey	Black	Red	Grey	Grey	Red	Grey	Grey
UKR	Red	White	White	Red	Black	Red	Grey	Grey	White	Grey
EGY	Red	Red	Red	Grey	Red	Black	Red	Grey	White	Red
SZ2	Red	Red	Grey	Red	Grey	Red	Black	White	Red	Grey
WST	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Black	Grey	Grey
MED	Red	Red	Red	Grey	White	White	Red	Grey	Black	White
AFR	Red	Grey	Grey	Grey	Grey	Red	Grey	Grey	White	Grey

■ = INCOMPATIBLE/COMPETE,
 ■ = NEUTRAL/BALANCES,
 ■ = FACILITATES

Each row shows a G1 operation, the colors how it will affect the operation at the top of its column. results. average R1 losses and odds (75% and above) for every major G1 combat. The chart on the next page shows the effect of the Soviet round on those operations.

The method to use these aids is to prioritize German attacks, check effects/requirements on both charts, assign it necessary units and move to the next priority. Usually Germany is able to choose and successfully achieve a majority of those actions on first round.

As the game advances other possible/necessary operations can appear, from stacks on Southern Europe/Archangel, to the rare (conquering Brazil/Australia), or unlikely/impossible Spring 1942 scenarios (invasions of UK/North America).

SOVIET ROUND 1 (R1) OPERATIONS									
TERRITORIES	ODDS		COMMENTS	EFFECT ON G1 ACTIONS					
	DICE	LL		WR	SOV	CAUC	KAR	UKR	SZ2
WEST RUSSIA	100%	100%	SAFEST SOVIET OPENING, MASSES RED ARMY ON WR. CAN LEAVE CAUCASUS VULNERABLE IF THERE'S ONLY 8 UNITS AFTER R1 - SOVIETS EITHER HELD SOME UNITS BACK FROM THE ATTACK ON WR, RISK AN GERMAN ATTACK OR RETREAT FROM CAUCASUS.	■	■	■	■	■	■
WEST RUSSIA BELORUSSIA	96%	100%	AS BEFORE, SOVIETS USUALLY BRING LESS UNITS TO DEFEND CAUCASUS, RISK A GERMAN ATTACK OR ABANDON IT. RISK OF A G1 WR ATTACK.	■	■	■	■	■	■
WEST RUSSIA UKRAINE	90%	100%	ONE OF THE MOST COMMON AND EFFECTIVE SOVIET OPENINGS. SECURES CAUCASUS WHILE RETAINING WEST RUSSIA SAFE FROM A G1 WR COUNTER AND DESTROYING 1 GERMAN FTR.	■	■	■	■	■	■
WEST RUSSIA NORWAY	86%	100%	THE SOVIET AIM IS TO KILL THE GERMAN FTR ON NORWAY AND PREVENT A G1 SZ2. THIS IS THE 2ND BEST CHOICE FOR GERMANY FOR A G1 WR, WITH THE POSSIBLE BONUS OF KILLING A SOVIET FTR ON KARELIA.	■	■	■	■	■	■
WEST RUSSIA UKRAINE BELORUSSIA	57%	90%	SECURES WEST RUSSIA, PROTECTS CAUCASUS AND DESTROYS GERMAN FORCES. WITH LL IT IS ONE OF THE BEST OPTION, WITH DICE THE ODDS CAN BRING BAD SURPRISES.	■	■	■	■	■	■
WEST RUSSIA UKRAINE NORWAY	35%	56%	ONE OF THE WORST SOVIET OPENINGS BECAUSE OF THE ODDS AND ALL THEIR FORCES CAN BE DESTROYED IN COUNTER ATTACKS.	■	■	■	■	■	■
R1 BUYS & NCM									
3 INF, 3 ARM				■	■	■	■	■	■
8 INF				■	■	■	■	■	■
5 INF, 1 ART, 1 ARM				■	■	■	■	■	■
4 INF, 3 ART				■	■	■	■	■	■
1 ART, 4 ARM				■	■	■	■	■	■
FTR/BMR				■	■	■	■	■	■
SUB				■	■	■	■	■	■
NCM INF FROM ASIA TO RUSSIA/CAUCASUS				■	■	■	■	■	■
NCM INF/ARM FROM RUSSIA/CAUCASUS TO ASIA				■	■	■	■	■	■
NCM SZ4 SUB TO SZ2				■	■	■	■	■	■
NCM SZ4 SUB TO SZ5				■	■	■	■	■	■

PART 3 – G1 EXAMPLE AND LATER ROUNDS

As an example, imagine the Soviets did a West Russia + Ukraine R1 opening and that their buy was 5 INF, 1 ART, 1 ARM.

Checking the Soviet charts, the German player notices that both moves allow for a Karelia stack (**KAR**) on G1. Since it is a non-combat, defensive move, it doesn't use any naval or air units, but since the 3 INF on Norway are required to non-combat move to Karelia, it makes it impossible to defend any planes that land there (**WST**) after participating on a SZ2 attack (**LANT**).

Germany then chooses to ignore the SZ2 attack – it will only perform a **LANT** operation by using the SZ8 SUB to attack SZ1. The Karelia stack also favors the **SOV** action, since Karelia has been vacated by the Soviets and there's only 1 ARM remaining on Ukraine, so Germany combat moves units from Balkans and 1 FTR to retake Ukraine. With 4r FTRs and 1 BMR remaining, Germany finally decides to attack SZs 13 and 15 (**MED**) and Egypt (**EGY**). Germany then buys 5 INF, 5 ARM and plays its round, winning all combats. At the end of the German 1st round this is the situation:

G1 EXAMPLE ROUND		
COMBAT MOVES	G1 OPERATION'S	USE ON G2?
8 INF, 5 ARM COMBAT MOVE TO KARELIA	KAR	KAR, SOV, WR
2 INF + 1 FTR COMBAT MOVE TO UKRAINE	SOV	DESTROYED?
3 FTRS COMBAT MOVE TO SZ13	MED	WST
1 BB + 1 TRANSPORT (WITH 1 INF, 1 ART) COMBAT MOVE TO SZ15	MED	EGY, SOV
2 INF, 1 ART, 1 ARM, 1 FTR AND 1 BMR COMBAT MOVE TO-EGYPT	EGY	DESTROYED?
SUB (SZ8) COMBAT MOVES TO SZ1	LANT	LANT
NON-COMBAT MOVES		
LAND SZ13 FTRS, NON-COMBAT MOVE 1 INF TO WESTERN EUROPE	WST	LANT, WST
LAND EGYPT PLANES ON ALGERIA	LANT	LANT, EGY, WST
NON-COMBAT MOVE 1 INF + 1 ART FROM ALGERIA TO LIBYA	AFR	EGY, AFR
NON-COMBAT MOVE 2 SUBS TO SZ7	LANT	LANT
NON-COMBAT MOV GROUND UNITS TO EASTERN EUROPE	SOV	SOV, KAR, WR
PURCHASES AND PLACE BUYS		
3 INF, 4 ARM ON GERMANY	N/A	KAR, SOV, WST
2 INF, 1 ARM ON SOUTHERN EUROPE	N/A	EGY, SOV

After combats are resolved Germany needs to reassess its options for the next round. Also, German losses/reinforcements will reflect its strategy and have a direct impact on its ability to run operations: continuous naval/air units for Germany can allow it to interdict the Atlantic or reach Africa but can leave it shorthanded against the Soviets; just infantry limits the ability to quickly create stacks on Karelia/Ukraine; and others.

The most important to remember is that there are trade-offs on all decisions regarding operations and they can and will be used against you. To end, here's a list of common round one moves and how they influence German operations.

ROUND 1 ACTIONS				
PHASE	UNITS /TERRITORY	POTENTIAL EFFECT ON G2/G3		
		GERMANY	RUSSIA	AFRICA
G1 PURCHASE	5 INF, 5 ARM			
G1 PURCHASE	10+ INF, PLUS ART/ARM			
G1 PURCHASE	INF, ARM, FTR/BMR			
G1 PURCHASE	8 ARM			
G1 PURCHASE	CARRIER (+ TRANSPORT) ON SZ5			
G1 PURCHASE	CARRIER (+ TRANSPORT) ON SZ14			
UK1 PURCHASE	ONLY PLANES OR NO BUY			
UK1 PURCHASE	CARRIER + 2 DESTROYERS/ CARRIER + DD + TRANSPORT			
UK1 COMBAT	EGYPT COUNTERATTACK			
UK1 COMBAT	ATTACK ON GERMAN MED FLEET			
UK1 COMBAT	LANDINGS ON W. EUROPE OR NORWAY			
UK1 NCM	TRANSPORT FROM SZ40 TO SZ42 WITH 2 INF			
J1 COMBAT	ATTACK UK NAVAL/AIR UNITS ON AFRICA			
J1 NCM	FTR(S) LANDING ON LIBYA			
J1 NCM	TRANSPORT FROM SZ60 TO SZ36 WITH 1 INF, 1 ARM			
US1 PURCHASE	US BUYS AND PLACES UNITS ON SZ55 (PACIFIC)			
US1 COMBAT	SZ10 FLEET TO SZ12 AND LANDING ON ALGERIA			
US1 NCM	SZ10 FLEET TO SZ8 AND GROUND UNITS TO UK			
US1 NCM	SZ10 FLEET TO SZ18 AND GROUND UNITS TO BRAZIL			

And this concludes this article,

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LINKS TO OTHER STRATEGY ARTICLES
SPRING 1942 - FORTRESS EUROPE AXIS STRATEGY - HOW PRESSURE ALLIES ON THE ATLANTIC
SPRING 1942 - CASE BLUE AXIS STRATEGY - HOW TO CONDUCT A G1 WEST RUSSIA ATTACK
SPRING 1942 - SOVIET STRATEGIC DEFENSE - HOW THE SOVIETS CAN STOP THE AXIS
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